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5 minutes

BP program

Opening, welcome, flag break

10 minutes

Game: BP stuck in the mud

Same rules as 'Stuck in the mud' except the only way you can be 'freed' is with the left hand shake.

10 minutes

Discuss – Who was BP (include yarns about BP)

Discuss why we shake with our left hand, the story of Mafeking, BP's life in the army, the origins of Scouting.

BP could draw with both his left and right hands, and was a great observer and butterfly collector.

15 minutes

Treasure hunt (follow directions on BP's map)

The object is to find a number of keys, including the right one to unlock a treasure chest.

Draw a map in the shape of a butterfly. (This is how BP would draw locations of the enemy camps, return to base and share the information he had collected. No-one took any notice of him because they believed him to be an eccentric butterfly collector)

Have various locations marked on the map for the Joeys to find old keys. Once all the keys have been found, return to the hall to see which one opens the treasure chest.

Inside could be a message or a letter from BP, or all the items required to play the next game.

15 minutes

Game – Observation (four groups)

Show a number of items on a table and give the Joeys one minute to remember all the items. Cover them with a towel and ask the Joeys to list what they can remember was on the table. Check which teams remembered the most.

The Leaders can write it down for the Joeys.

Play the game again, but this time remove two items. The Joeys have to guess what is missing.

5 minutes

Closing ceremony

Prayer/Special thoughts book

Notices and goodnight

RESOURCES

Butterfly map of Scout hall area, a number of old keys, an old wooden box wrapped in chain and locked with a padlock

Observation game: tennis ball, padlock, chalk, balloon, bean bag, red pen, feather, spoon, etc

